

X-Play's sketches and segments

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X-Play is not relegated to just [video game reviews](#) and previews, but rather features several segments and [comedy sketches](#) that frequently appear throughout the duration of each episode.

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Segments

Gaming Update/The Feed: Gaming Edition

The Gaming Update originally began in 2007 as a short segment (hosted by Joel Gourdin) which recapped the top three or four news items of the day, and would often air before leading out to commercial. When *X-Play* relaunched with their new format in 2008, the segment developed into a two-to-three minute piece running at the start of each show, narrated by either Adam or Morgan (or by Blair Herter, who served as *X-Play* newsdesk producer at the time), then continued via a [news ticker](#) at the bottom of the screen throughout the rest of the episode.

Starting with the [February 17th \(2009\) episode](#), this segment was rebranded as *The Feed: Gaming Edition* (to synchronize with the general news segment that airs on G4's [Attack of the Show!](#)), and is now relegated solely to the ticker at the bottom of the screen.

Video Viewer Mail/X-Play Inbox

Adam and Morgan would often read selected correspondence from the program's viewers at the end of every episode. These messages from the fans could be questions about the current state of the videogame industry, requests for recommendations on the best games to buy, or (especially during the TechTV era) [hate mail](#) from viewers who felt that *X-Play* did not give certain games a "fair" rating.

On [November 6th, 2006](#), *X-Play* gave their *Viewer Mail* segment a high-tech face-lift, by renaming it [Video Viewer Mail](#). While previous correspondence was held via the [written word](#) or [e-mail](#), the producers added the ability for viewers to also record short clips of themselves asking questions with a [webcam](#) or video recorder; people who had their viewer mail appear on air often would receive a free gift, such as a game or t-shirt provided by [Jinx.com](#).

In early 2011, this segment was again rebranded as simply *The X-Play Inbox*, with the practice of featuring video clips sent in from viewers seemingly dropped altogether.

X-Play Exclusive

The show debuts a never-before-seen trailer or piece of gameplay footage.

Hands On

Adam and Morgan have a producer (or some other person associated with the development of a certain game) in the studio to show off the latest build/demo of their work.

Face Time

This segment features the hosts conducting an [interview](#) with a personality from the gaming community (programmers, directors, company CEOs, etc.) either in studio or via satellite. It continues the *X-Play* tradition of having famous names on their show, including non-gaming celebrities such as [Adam West](#), [David Duchovny](#), [John Cleese](#), [Ben Affleck](#), [Angelina Jolie](#), [Carmen Electra](#), [Ben Stiller](#), [Andrew W.K.](#), [Rob Van Dam](#), [Kurt Angle](#), [Quentin Richardson](#), [Jet Li](#), [Vin Diesel](#), [Janina Gavankar](#), and [Kumail Nanjiani](#).

X-List

A top-five list compiled by the *X-Play* writers that have to do with video games (including *Top Five Smash Bros. Levels*, *Top Five Creatures in Halo 3*, and *Top Five Recommended Obscure Games*).

X-Play Top 10

Similar to the *X-List*, except that the list is expanded from five to ten items ... Past examples have included the *Top 10 Games for Adult Eyes Only* and *Top 10 Badass Weapons*.

Will Work for Games

X-Play shows what it's like to actually work within the video-game industry, documenting a day in the life of various gaming employees (such as facial animation producers and games testers).

First Look

Previews and trailers for upcoming video games.

Head to Head

This provides Adam or Morgan a chance to invite some of the top names in the video game industry (be they developers, programmers, or fellow reviewers) on the show via satellite to debate the hot gaming topics of the day.

All Access

An indepth look at certain video games.

On Location

The hosts take a "field trip" to certain game-related locations or events, such as the annual [D.I.C.E. Summit](#) or the "ultimate gaming room" created by Barry Evans.

The Download

Highlighting the most recent [patches](#) and [downloadable content](#) available.

Cheat!

The *Cheat!* concept originally existed as a [half-hour television program airing on the G4 network](#); however, in 2008 the show's host - [Kristin Adams \(nee Holt\)](#) - moved over to the *X-Play* staff and *Cheat!* was re-created as a single segment where she provides [cheat codes and/or secrets](#) for currently-released games to the viewing audience.

Big Ones

X-Play takes a look at the biggest upcoming titles, such as [Killzone 2](#) and [LittleBigPlanet](#).

Release Radar

This is a quick list of which anticipated games will be available for purchase over the coming month.

Spoiler Theater

In this segment, Adam and Morgan showcase and [spoil](#) the [endings](#) of current-generation games that have been on the market for some time (their reasoning is that the game has been available to the home viewers for such a length of time that if they have not yet purchased/beaten said game by this point, they never will). Past games that have been given the *Spoiler Theater* treatment include [Metroid Prime](#), [Resident Evil 4](#), [Kingdom Hearts](#), [Conker's Bad Fur Day](#), and [Metal Gear Solid 2](#).

There is also an occasional segment called *Insignificant Spoiler Theater* (identified as *Not-So-Spoiler Theater* and *Irrelevant Spoiler Theater* on G4's website), which features the endings of games that either exhibit very little in the way of [plot](#) (such as [Katamari Damacy](#) and [Left Behind: Eternal Forces](#)) or are based on movies where the storylines are already well-known (like [The Godfather](#), [Reservoir Dogs](#), and [Pirates of the Caribbean](#)).

X-Play Investigates

This segment began during the TechTV era as a parody of investigative news programs; *X-Play* would delve into such "hard-hitting" issues as the effects of E-rated games on America's youth, just what the "cool" people (such as then-*TechLive* anchor [Chris Leary](#)) were into, the horrors of [animal testing](#) for video-game quality control, and why certain [intellectual property](#) - like the TV show [American Chopper](#) - deserved to have their own video games (in the cleverly titled "*How'd They Get a Game?*").

However, this segment has recently taken on a more serious tone, with the show tackling subjects without the sole intent of creating comedy skits. Examples include a look at the portrayal of sex in video games, the prevalence of "[achievement whores](#)", and an inspection of the life of competitive gamer [Steve Wiebe](#).

Splinter Cell: Co-op Theatre

In this [machinima](#) skit, *X-Play* takes scenarios from the [Splinter Cell](#) games and plays humorous dialogue to go with them. The two characters in this skit are "Special Agent Bob" and "Secret Agent Steve". Examples of their antics include curing pornography addictions with a bullet to the crotch, and Bob trying to convince Steve to see the movie *Bareback Mountain* with him.

X-Play Presents [G-Phoria](#)

What began as a video game [award ceremony](#) produced by the G4 network (similar to other events like the [Spike TV Video Game Awards](#) and [Teen Choice Awards](#) in that it featured high production values, celebrity guests, and a live audience), was stripped of its extravagances in 2006 and reformatted into an annual one-hour "special episode" of *X-Play*. Filmed in the normal *X-Play* studios (without an audience) and hosted by Adam and Morgan, each yearly *G-Phoria*-themed episode compiles votes submitted by the home viewers in order to announce winners in various categories, such as *Game of the Year*, *Favorite System*, and *Best Graphics*. This differentiates it from *X-Play*'s "Best Of" Awards, in which the winners are chosen by the writers and producers of the show (not the home audience).

Best Of Awards

Every year, *X-Play* will dedicate an entire show to the best games released over the preceding twelve months; awards are handed out in several categories, such as "Most Original Game" and "Best Handheld Game", but the most prestigious - and most hotly debated - is "Game of the Year":

- 2012 winner - [Borderlands 2](#)
- 2011 winner - [The Elder Scrolls V: Skyrim](#)
- 2010 winner - [Mass Effect 2](#)
- 2009 winner - [Uncharted 2: Among Thieves](#)
- 2008 winner - [Fable II](#)
- 2007 winner - [BioShock](#)
- 2006 winner - [The Legend of Zelda: Twilight Princess](#)
- 2005 winner - [Resident Evil 4](#)
- 2004 winner - [Halo 2](#)
- 2003 winner - [Star Wars: Knights of the Old Republic](#)

Golden Mullet Awards

The polar opposite of *X-Play*'s yearly "Best Of" special, *The Golden Mullet Awards* are used to showcase the reviewers' picks for worst video games of the past year. The name is a twisted "homage" to the [Aquaman](#) character from the poorly reviewed 2003 game [Aquaman: Battle for Atlantis](#), who sported a blonde polygonal [mullet](#) hairstyle. To honor this unique look, Adam and Morgan will usually don large mullet wigs during the awards proceedings.

Convention Coverage

X-Play has conducted several on-site recaps from various [fan conventions](#) and [trade shows](#) throughout the world (including [E3](#), [Comic-Con](#), [Leipzig](#), [Gen Con](#), [PAX](#), [QuakeCon](#), and [FanimeCon](#)). One [2003 episode](#) even featured clips from a number of these reports under the umbrella of a fictitious *X-Play*-inspired convention called *X-Con*; however, fans attending the event seemed to be more interested in receiving autographs from the interns than from Adam or Morgan.

April Fool's Day

The *X-Play* writers often come up with some outlandish premise during the first week of April to try and fool the viewing audience (and judging by remarks made afterwards on the show's official [message boards](#), a lot of people do indeed fall for these stunts). Some of the pranks have included *Eyewitness X-Play* (where the show was supposedly re-formatted into a more serious hard-edged news show, taking place at the *TechLive* desk), *Meet the Sess* (viewers were led to believe that Adam had left *X-Play* to pursue his own talk show), *Johnny's Xtreme Adventure* (Adam and Morgan review a fictitious [2D side scroller](#) starring the recurring *X-Play* character *Johnny Xtreme*), and a "re-review" of *Crisis Core: Final Fantasy VII* (a voice-over replaced Adam's original negative comments with more positive words, as the game was given a "six out of five").

Games For Cheap Bastards

This segment of the program highlights good-to-great games that have recently fallen in [price](#) and can now be considered great bargains for the discriminating video-game connoisseur looking to add to his or her collection (without destroying their gaming budget). Prior to April of 2006, this segment was sponsored by [EB Games](#).

Various take-offs on this segment have been produced, including:

- *Games for Rich Bastards*, where games with significantly larger price tags (\$70 and up) are highlighted. These include [Steel Battalion](#) (a [mech](#) simulation game notorious for being sold pre-packaged with an immense \$200 40-button control panel) and the Japanese version of [Rez](#) (an extremely rare hybrid of a [rail shooter](#) and [rhythm-based game](#)).
- *Even Cheaper Games For Even Cheaper Bastards*, a tongue-in-cheek look at games for those who are really strapped for cash. These games are mostly outdated [freeware](#) or [shareware](#) (such as [Stickybear Typing](#) and [Minesweeper](#)), and - at the end of the segment - Adam or Morgan would claim that they were sponsored by "companies" that reflect the consumers' thread-bare resources (including *Stale Ramen Noodles* and *Driving Your Girlfriend's Car*).
- *Games For Robot Bastards*, which was really just a look at the history of robots in video games.
- *Games For Bastards*, which features games that you would only give to your worst enemy (due to their high degree of difficulty, bad camera angles, or just a complete lack of entertainment).
- *Games for Pluto*, a "[salute](#)" to Pluto's demotion to the status of "[dwarf planet](#)" by highlighting games that just don't measure up (like [Homeworld 2](#) and [Destroy All Humans](#)).
- *Games for NASA*, which parodies the various delays that NASA shuttle missions have experienced in the past, by highlighting games that have suffered through lengthy delays themselves (such as [StarCraft: Ghost](#) and [Duke Nukem Forever](#)).
- *Games for Out-of-Work Graduates*, which pokes fun at those individuals leaving college in 2009 to look for work during one of the worst economic landscapes in American history.

The MMO Report

A preview of G4's online-only [MMORPG](#)-focused [vodcast](#). During these brief segments, the show's host - [Casey Schreiner](#) - will appear "live via satellite" and discuss the latest headlines that can be found through the vodcast's [official website](#), before throwing things back to Adam or Morgan in the *X-Play* studio. Although *The MMO Report* originally began airing webisodes in August of 2007, these previews did not start appearing on *X-Play* broadcasts until the show's reformatting in [January of 2008](#).

Sessler's Soapbox

A preview of Adam's weekly [vodcast](#), which was added to G4's "News from the Feed" website on August 03, 2007. The man himself describes this online outlet as a chance to share his "true" feelings on the gaming industry (supposedly distinct from what he is allowed to discuss on air); past episodes have included his pleas to end the racist taunting on Xbox Live, and a dialogue on whether or not M-rated games are actually good for children.

Pro Tips

A segment where various correspondents appear to share their knowledge of video games. Past examples have included [TSquared](#) doling out advice on multiplayer in [Call of Duty 4](#), [Chris Gore](#) [modding](#) a [controller](#) in order to play the [tambourine](#) with [Rock Band](#), and Joel Gourdin showing off his techniques for [Guitar Hero](#).

Mod This

A celebration of fan-generated video-game [user mods](#), such as the customized [Super Mario Bros.](#) level created by [FrontAXL](#) for [Unreal Tournament III](#).

X-Play Recommends

As the title would imply, these are games that come highly regarded from the staff of *X-Play* (including [Boom Blox](#) and [Grid](#)).

Games in 60 Seconds

X-Play's attempt to wrap up the storyline for a particular video games (such as *God of War* and *Twilight Princess*) in just one minute.

Up All Night

A segment which highlights games (such as [Call of Duty 4](#) and [Elder Scrolls IV](#)) that are worthy of start-to-finish playthrough, no matter how much sleep one sacrifices by gaming into the wee hours of the morning ...

X-Play Classic

A chance for the staff and crew to revisit some of their favorite moments from the show's past (such as the *1-900-NINJA-LUV* sketch featuring *Drunk Link*).

X-Play Tourist Guide

This segment takes the viewers on a virtual tour of interesting "landmarks" within the environment of certain games (such as [Knothole Island](#) or the postapocalyptic version of Washington DC that is found in [Fallout 3](#)).

Real-Life Achievements

This segment imagines what the world would be like if people received [Xbox 360 achievements](#) for cool things done in real life, such as 5G for the "Worst Idea Ever" achievement (drinking 12 bottles of [barbecue sauce](#)) or 5G for the "Douche Tooth" achievement (talking loudly into your [BlueTooth](#) while riding the [elevator](#)).

Know Your Roots

The segment gives *X-Play* a chance to highlight some of the history of gaming, focusing on specific titles/hardware like [Final Fight](#) or the [Nintendo GameCube](#).

Ten Word Review

Rather than go through a full review, this segment provides a succinct summary of what a particular game truly entails ... For example, the ten-word review for [Borderlands](#) simply stated: "[World of Warcraft](#) ... disguised as a shooter. But that's okay."

Tech Junkies

Originally hosted by [Chris Hardwick](#), this segment reviews various gaming-related gadgets, from peripherals (such as the [Logitech G13](#) keyboard) to actual gaming hardware (the [Nintendo DSi XL](#)).

Overheard in the X-Play Cubicles/Overheard on the X-Play Set

Adam describes this segment as a chance to "spy on the underlings," as the viewers are presented with snippets of conversations supposedly taken from the *X-Play* workspace, like who would win in a fight between Kratos and Solid Snake (the answer given: "Batman").

Character Preview

A sneak peek at playable characters in upcoming games (like newly announced fighters from [MvC3](#)).

Games in 6 Seconds

A comically accelerated look into the essence of what makes a popular title connect with its audience (such as stabbing wandering minstrels in [Assassin's Creed II](#)).

Story Preview

The *X-Play* staff takes a look at a particularly promising [storyline](#) from an as-yet unreleased video game (like [Uncharted 3](#) or [Homefront](#)), and invite the writers/designers from that game to explain what their fans have to look forward to.

It Came From Twitter

A segment which highlights the more bizarre or nonsensical tweets sent in reply to the show's official [Twitter](#) account.

Where It's @

A segment where *X-Play* recommends various Twitter feeds that fans of the show might be interested in following; past recommendations have included individuals who are both prominently involved in the industry (such as [Tim Schafer](#)) as well as those with only a tangential connection (like [Ice-T](#)).

5 Things

Five things that the viewer may not know about famous personalities from the gaming industry, like [World of Warcraft](#) designer [Tom Chilton](#).

30 Seconds of Awesome

Something truly excellent or awe-inspiring from the world of gaming, boiled down to a half minute (such as the [FMV](#) cutscenes from the original [Resident Evil](#)).

30 Seconds of Epic

Very similar to the *30 Seconds of Awesome* segment, with no apparent differentiation between the two (segments that garner this distinction include scenes from [Resistance 3](#)).

X-Play: WTF?

A segment which looks at the wackier side of the video-game industry. As the [popular acronym](#) used in the title would indicate, *X-Play* asks who in their right mind would think that the game/series/objective in question was actually a good idea or made sense in any way ... Past examples have included [movie tie-in games](#) made for the [Nintendo DS](#), [Princess Daisy](#), the city of [Tokyo](#), and [Jerry Rice endorsing a Wii title where dogs play football](#).

Morgan Saves

Similar to *Games for Cheap Bastards*, this segment (subtitled *Great Games at Discount Prices*) features Morgan as she recommends deals for older games through outlets such as [GameStop](#) and [Amazon.com](#). Past examples of discounted games have included [The Orange Box](#) for 19 dollars and [Crackdown](#) for just nine dollars.

Out Now

Highlights recent digital releases that are currently available through distribution outlets such as [Xbox Live](#) and [Google Play](#) (including non-gaming items like the movie [The Wages of Fear](#) on [Hulu Plus](#)).

The X-Play Challenge

In this segment, the hosts have a celebrity guest conduct a [speedrun](#) through World 1-1 of the original [Super Marios Bros. for the NES](#). Their times are then placed on the leaderboard (i.e. a cardboard facsimile of the flagpole found at the end of the level):

- [Randy Pitchford](#): 21.1 seconds
- [Ted Price](#): 23.6 seconds
- [Cliff Bleszinski](#): 24.0 seconds
- [Game](#): 25.3 seconds
- [Scott Porter](#): 26.3 seconds
- Kiki Wolfkill: 27.5 seconds
- [Ken Levine](#): 31.6 seconds
- [Andrew W.K.](#): 33.1 seconds
- [Ernest Cline](#): 38.5 seconds
- [Thomas Jane](#): 39.7 seconds
- [Todd Stashwick](#): 42.7 seconds

Weird Games

Odd or unusual games, such as [Magic Pencil](#), [Cubivore](#), and [Seaman](#), were featured in this segment.

Rent It At GameFly.com

When a game received a "3 out of 5" rating, Adam and Morgan could not wholeheartedly recommend a purchase of said game. In cases such as this, it would be far better for the viewer to rent the game first and *then* decide whether it is the right game for him or her.

The people in charge of G4TV saw opportunity in this situation, and so they signed an agreement with the online video game rental store [GameFly](#) to sponsor the show. As such, Adam and/or Morgan would specifically mention GameFly.Com by name whenever a game was rental-worthy.

The GameFly.com segments were generally delivered in a sarcastic and intentionally stilted tone, as one of the hosts wondered aloud if there might be some way to acquire said game without "the usual transaction of monetary funds." The other host would then chime in about "a practice known as *renting*" and that GameFly would be a good choice for such an endeavor. The original host would then wrap up the segment by telling the viewers at home that they can now "save their money for more important things." (citing a humorous example like "pants [because] you can get arrested if you don't have them."

Picks and Pans

A segment with short summaries of *X-Play* reviews that aired in the last month, narrated by *X-Play* segment producer Paul Bonanno and sponsored by [Pizza Hut](#). Each game was designated as either a "pick" (worthy of a purchase) or a "pan" (they should be avoided).

X-Play Top 4

This segment rated four games based on certain "unusual" criteria, such as "ninja wannabe" games (like [Naruto: Ultimate Ninja](#) and [Ninja Turtles](#)) or games based in [SoCal](#) (like [GTA: SA](#) and [The Movies](#)).

Games Your Momma Wouldn't Like

Games that your mother definitely wouldn't approve of, due to excessive amounts of sex and/or violence.

Games That Make You Feel Funny

The "funny feeling" in question referred to the graphic sexual nature of the games showcased during this segment; it even featured a "warning label" (*Warning: the following game has been shown to cause feelings of "funny" in adult males*), with a handy pictorial guide of Adam's face in various phases of "funny".

The Japanese import *Sexy Beach 2* is the only game to get the *Feel Funny* treatment, but *X-Play* has also used the segment to highlight the role that [prostitutes](#) (or, as the show called them, *The Ho's*) play in video games.

Games That Make You Pee Your Pants

A segment that highlighted some of the scariest moments in gaming (the shark attack in the [GameCube](#) remake of [Resident Evil](#) being a prime example).

Games You Should Never Buy

There is no zero score in *X-Play*'s ratings scale ... but if there was, the games highlighted in this segment would definitely be worthy of the honor.

For the crimes of non-existent collision detection, meaningless mini-games, and dangerous levels of boredom, the following games were given the *X-Play* seal of disapproval as video games you should never ever pay good money for:

- [Barbie Horse Adventures: Wild Horse Rescue](#)
- [Monster Garage: The Game](#)
- [Big Rigs: Over the Road Racing](#)

Games We Wish Were Buried in New Mexico

A semi-sequel of sorts to *Games You Should Never Buy* was produced in September of 2005. The title is in reference to the infamous [E.T. for the Atari 2600](#) incident.

Games We Wish We Could Forget

This segment involved Adam or Morgan talking about a painfully bad game they would rather have no memory of playing at all, such as [Dragon Riders: Chronicles of Pern](#) and [50 Cent: Bulletproof](#).

Game Franchises That Need To Die

This segment featured Adam or Morgan talking about video game franchises that they felt should be discontinued for good (or "die" as it were), as they considered the most recent iterations to be headed in the wrong direction (too simple, too repetitive, rehashes of the original formula, etc.). Game franchises that were covered included [Naruto](#), [Mega Man](#), and [Sonic The Hedgehog](#).

Nondenominational Holiday Gift Guide

A parody of the sappy Christmas television specials from years past, where Adam and Morgan would dress in colorful sweaters and act sickeningly sweet towards the viewers watching at home, eventually ending the episode completely drunk on [egg nog](#), [scotch](#), and [gasoline](#), along with mentions that both were on high-dosage [psychiatric drugs](#). It would also serve as a chance for the X-Play staff to recommend the best games to buy for the holiday season, regardless of the recipient's creed or religion.

In 2005, the writers decided to "retire" the gift-giving guide tradition in its original format, as the show (now called X-Play's *Holidays for the Homeland Special* and featuring a [laugh track](#)) ended with everyone eating a Christmas goose infected with [avian influenza](#).

In 2006, this segment was re-christened the *Holiday Buying Guide Spectacular (presented by Pizza Hut)*, and the TV-special format was abandoned in favor of a more traditional look at the best games to buy for the holiday season. Of course, the writers couldn't resist adding a little humor to the segment, as Adam and Morgan end up being "audited" by two of Santa's elves/lawyers (*Mistletoe Reuben* and *Crumpet Katz*) for not displaying enough holiday cheer; the special is "saved" by the *Tricycle of Kwanzaa*, who initiates a hostile takeover of "Santa's umbrella corporation" and gets the elves laid off.

Uncomfortable Moments in Gaming

A rehash of cringe-worthy moments in video games that have made us all feel a little uncomfortable. This segment has included topics as diverse as in-game music (the *Horror of Song* segment included lyrics from the game [Rhapsody: A Musical Adventure](#)) and male nudity (Adam's feelings toward the character of [Naked Raiden](#) from [Metal Gear Solid 2: Sons of Liberty](#) are made clear here).

Kill of the Week

A little-used segment from the TechTV era, which featured viewer-submitted gameplay footage of unique and creative ways of *rubbing out* video game characters. Examples included death by food poisoning (in [Tenchu: Wrath of Heaven](#)) and by hand grenade (in [Team Fortress Classic](#)).

MMOs Revisited

[Massively Multiplayer Online Role Playing Games \(MMORPG\)](#) such as [Star Wars Galaxies](#) were re-reviewed, factoring in all of the changes and additions that occurred since their inception.

Great Game Series

X-Play's chance to highlight some great game series that should not have been overlooked. Past games featured during this segment included [Legacy of Kain](#) and [Shenmue](#).

Gay Games

These segments looked at the (often negative) portrayal of [homosexuality in video games](#) (such as the [Cho Aniki](#) series and [God Hand](#)).

I Have a Dream Cast

A look at which video-game franchises could (and should) be made into major motion pictures (including *The Legend of Zelda* and *God of War*).

Morgan's Peripheral Destruction

A review/demonstration of third-party game controllers and their effectiveness. The segment featured spoken reviews by Morgan, and simultaneous demonstrations of the controllers by Adam and *X-Play* producer Ryan Vance. Controllers featured in the segment included;

- [Belkin's Nostromo PlayStation 2](#) controller - Very uncomfortable and awkward design earned this controller a failing grade, so Morgan destroyed it with a sledgehammer
- [Pelican Accessories Predator Wireless](#) PS2 controller - Wireless connection problems and uncomfortable design sealed this controller's fate, as Morgan took the controller to a gun range and personally fired an [M16](#) at the device herself.
- *Nyko's Air-Flo Xbox* controller - This controller failed as well due to unresponsive buttons and cheap-feeling design, so Morgan filled it with firecrackers and blew it up.

The entire segment wasn't negative, however, as the [Logitech Cordless controller](#) and [Nintendo WaveBird](#) received favorable reviews.

Boss Battles From Hell

Tips and hints on how to defeat some of the most difficult bosses in video game history, from games like [Ninja Gaiden](#) and [Jet Force Gemini](#).

Game Stunts

Another little-used segment from the TechTV days, where the show would encourage viewers to send in clips of weird and/or difficult gaming tricks (like flying the *Dodo* in [Grand Theft Auto III](#) or beating the first level of [Sonic](#) for the [GameGear](#) in less than 25 seconds).

X-Play Saves

A segment in which Adam and Morgan gave advice on how to improve (in their minds, at least) the world of video games as a whole. This included ways to resurrect the "Sonic the Hedgehog" franchise, and how to make the launch of the [PS3](#) a success.

X-Play Insider

What might have been a continuous feature on X-Play, where the entire episode is centered around one game ... However, that one game that was chosen for the debut of this feature was the notoriously underwhelming [XIII](#). The fact that this game pretty much bombed may have negatively affected plans for any future installments.

It Came From Xbox Live

During this skit, vulgar (and often incomprehensible) dialogue recorded from players over [Microsoft's](#) online gaming service [Xbox Live](#) was played. The dialogue was synched up with exaggerated cartoon versions of what the X-Play writers imagined the actual players would look like; the style of the cartoons was reminiscent of the [Terrance and Phillip](#) characters from [South Park](#).

Gateway Games

A look at seemingly innocent titles (such as the [Mario games](#) or [Tetris](#)) that can eventually lead to hardcore [gaming addiction](#).

Bad Camera Angles

A "tribute" to bad camera angles in games, where Adam had trouble maneuvering his way around [pre-rendered](#) versions of the *X-Play* offices and the TechTV [men's room](#) because the camera kept moving around on him.

Real Life Cheats

Imagining what the real world would be like if cheat codes were not relegated to only video games, Adam tried to manage real-life situations (like meeting women at a bar) with a little "help".

Sensitive Sess with Adam

A parody of daytime talk show dramas, in which Adam Sessler interviewed fictitious gamers who were down on their luck, and then proceeded to viciously mock them in an apparent contradiction of the segment's own title. The first *Sensitive Sess* skit

featured Ted, a gamer who lost his thumbs at the 1998 [E3](#) convention. The second *Sensitive Sess* featured Billy, an obsessed [Pokémon](#) fan with no friends, along with the [Yu-Gi-Oh](#) Gang bullying Billy.

Web of Destruction/Vebb of Destruction

The German scientist *Morgan von Vebb* (Morgan Webb dressed in a white lab coat speaking with an accent) tested the physical durability of three [game consoles](#) (GameCube, Xbox, PlayStation 2) by putting them through a series of three tests to see which system (if any) would continue to work after receiving such punishment. The tests consisted of:

- *Veight of the World* (i.e. the "Weight of the World") - A 20-pound weight is dropped on each of the consoles
- *Ze Sledge of Death* - Miss Vebb strikes each console with a 20-pound sledgehammer
- *Ze Demon Drop* - Each console is dropped off a 15-foot-high ledge

The PS2 was the first to be eliminated, failing to boot up after *Veight of the World*. The Xbox was next to go; it was rendered unplayable after the system's entire front face fell off from *Ze Demon Drop*. The GameCube was the only console to completely survive, successfully booting up after all three tests.

Immediately following the segment, Morgan and Adam (perhaps sensing that some viewers would question the validity of the segment) revealed that they actually performed these tests twice, as to ensure that the results were not a fluke. On both occasions, the outcome was exactly the same as stated.

It is interesting to note that in a subsequent rebroadcast of this skit, the spelling of the title was retroactively changed from *Web of Destruction* to *Vebb of Destruction*. No reason for the change was given, although it can be assumed that the writers were trying to better reflect Morgan's faux-German pronunciation of the letter "W".

A variation of this skit was run in 2008 which featured the stars of the G4 reality show [Human Wrecking Balls](#), in which the three current-gen consoles - Xbox 360, Playstation 3, and the Nintendo Wii - were put to the test; none of the three survived.

RPG Radiculopathy

Morgan von Vebb again made an appearance, this time with Adam as her test subject. Apparently, Adam was playing so many [role-playing games](#) that he began to suffer from a rare disorder known as *RPG Radiculopathy*, where the afflicted person cannot separate events in videogames from the real world.

For example, when attempting to have breakfast, Adam would instead initiate a [turn-based](#) RPG-style battle with his [toaster](#) (he "won" the battle after summoning an [intern](#) to load bread into the toaster).

Adam also tried to gain entrance into a [nightclub](#) by initiating a battle with the [bouncer](#), but his attempt to summon "the power of [his] celebrity" was unsuccessful, and punching the bouncer simply left him incapacitated (at that point Morgan interjected herself into the battle and tried to cast a healing spell on him, but - having no effect - she immediately shrugged him off and entered the club without any confrontation with the bouncer).

The sketch concluded with Adam doing battle against the recurring character *Ratty Puppet* during a poker game (with the handpuppet biting Adam's head off).

SHOCKED! with Shad Grimgravy

Special X-Play "news correspondent" *Shad Grimgravy* (Adam Sessler) tackled several *shocking* issues in the world of video games, including violent games and the use of [Flash](#) in corporate marketing promotions. Grimgravy's reports were always given in a high-pitched sing-song sort of voice, with each sentence often punctuated with a strange exclamation such as *SHOCKING!* or *MOTHER!*

X-Play: The Musical

On [February 5, 2007](#), X-Play debuted their first all-[musical](#) episode, where they would count down the top five [video-game soundtracks](#) of all time while telling the story of the (supposed) making of *X-Play: The Game*.

As the plot unfolds, we are introduced to Billy (a turn-of-the-century [newsie](#), not to be confused with *Billy the Pokémon fan*) who is telling an ominous man in a trenchcoat about this wonderful show called X-Play. The man (who turns out to be [Sat'an](#) himself) decides to tempt the two co-hosts with promises of fame and fortune (and free [panda bears](#)) if they would just sign over the rights to making a video game based on the show.

While Adam and Morgan list all sorts of wonderful things that they would like to see in their game (including lesbians on fire and [turtles in wheelchairs](#)), a group of workers - reminiscent of the film [Metropolis](#) - work feverishly to create the game. However, when production of the title is actually finished, all that they have to show for it is a cursed game (which is only

compatible with the [Sega Dreamcast](#)) that is "possessed" by a creature similar in appearance (and its mannerisms) to [Rubber Johnny](#), that is convinced that the two are actually his "mommy and daddy".

Disgusted, Adam destroys the Dreamcast with an axe, but the damage has already been done - after playing the game, little Billy takes a turn for the worse and ends up in the hospital (it is implied that playing the game actually gave Billy [cancer](#), but he did show signs of sickness at the beginning of the episode, before even knowing of the game's existence). Losing all hope at the sight of their "number one fan" at death's door, Adam and Morgan proclaim that *X-Play* too is now dead; however, an uplifting musical number performed by the doctor convinces them that they should go back to doing what they do best - reviewing video games.

The show ends with Adam and Morgan giving *X-Play: The Game* a 1 out of 5 (and yet this isn't enough to raise Billy's spirits, as he [flatlines](#)).

It should be noted that the song *On the X-Play Boards* (a tribute to the show's official message board community) was billed as being part of the "official" soundtrack to *X-Play: The Musical* when it was first released in [May](#) of [2005](#); however, it was not an actual part of the *X-Play: The Musical* episode. The actual soundtrack (as posted on G4's [website](#)) is as follows:

- *The Best Show On Television*
- *The Devil Went Down To X-Play*
- *A Game Is Born*
- *Gamer's Lament*
- *One Out Of Five*
- *Love Me (Reprise)*

Guy or Girl?

During this skit, *X-Play* would highlight a video game character and ask the viewing audience to guess whether they were supposed to be male or female; the character could be either sexually ambiguous (such as [Birdo](#)) or an overly-feminine looking male (pretty much any *Final Fantasy* character).

In *X-Play*'s 2006 [robot-themed episode](#), a spin-off of this skit was produced, entitled *Robot or Human?*

X-Plentions

First appearing in [September of 2003](#), the *X-Play X-Plentions* skit involved "scientists" Adam and Morgan demonstrating the latest gaming inventions from the fictitious *X-Play Labs*. These products included;

- The *Punch-O-Matic 8000* - For use with fighting games, a large robotic fist which would punch the game's player in real life, depending on the in-game action
- The *Cone of Silence* - A cardboard cone worn around the neck to prevent distractions from the outside world while gaming
- *X-Play Dematurification Goggles* - Worn by the game's player, the goggles automatically black out his/her view whenever suggestive material happens in-game
- The *Zaptastic Shock Headset* - An online game chat headset, which electrocutes the wearer whenever they use foul language
- The *Improvinator* - A sledgehammer and hatchet combination set, used simply to destroy poor-quality game discs
- *X-Pants Portable Comfort Unit* - An *X-Play*-branded adult diaper, worn so that bathroom breaks won't interrupt one's playing time

Stupid Fun with Soul Calibur

A series of skits where character animations from the game [Soulcalibur II](#) were transplanted into the real world. Examples included:

- Morgan going out on a [blind date](#) with [Cervantes de Leon](#)
- Various shots of the game's characters, with pained expressions on their faces, as [flatulence](#) sound effects play in the background.
- *1-900-NINJALUV*, featuring recurring character *Drunk Link* receiving a dirty phone call from [Taki](#).
- Adam trying to [break up](#) with [Sophitia](#) over the phone.

Maximum Tricycling and Walking Unlimited

A classic skit from *X-Play*'s 2003 review of ["Wakeboarding Unleashed"](#), which parodied the rise in extreme sports by showcasing two *athletes* as they "bust mad tricks on a trike and grab major air with extreme walking", as [Van Halen's Unchained](#) played in the background.

Morgan Webb's Overly Intense Descriptions

During certain game reviews, when Morgan really wanted to get her point across, she would start talking really fast after a loud male announcer screamed the segment title, while heavy metal music and various "extreme" images played in the background. This segment was introduced during the review for [Football '07](#).

Pirate Etiquette wiff Cap'n Johnny Depp

Shown during X-Play's review of [Age of Pirates: Caribbean Tales \(Episode No. 6091\)](#), this skit featured segment producer Tim Jennings doing an impersonation of [Captain Jack Sparrow](#), as he explained the "proper" way to act like a pirate.

Miller Time with Bode

In this skit during the review of *Alpine Skiing*, an out-of-shape and inebriated "[Bode Miller](#)" took questions from the audience while chugging beers and generally making a fool of himself.

Home Swag Network

A parody of the [Home Shopping Network](#) hosted by Morgan, the **Home Swag Network** highlighted the free items (commonly known as [swag](#)) that the show received from various gaming companies and trade shows. The varied swag would be "modeled" by different X-Play characters.

Now That's What I Call Celebrity Voice-overs

A parody of those late-night [Now That's What I Call Music! informercials](#), where X-Play would - supposedly - offer its viewers a chance to purchase special CDs featuring compilations of [voice-over](#) work done in video games by B-level celebrities (such as [Michael Rapaport](#) in [Grand Theft Auto III](#)).

Boss Battle Appreciation Day

Celebrated on [October 30](#), this segment shined the spotlight on some of the gaming world's most famous [boss battles](#) (including [King Bowser](#), [Ganon](#), El Gigante from [Resident Evil 4](#), and the "Puking Turtle Fetus" from [Contra: Shattered Soldier](#)).

Valkyrie Profiles

Debating during X-Play's review of [Valkyrie Profile 2: Silmeria](#), this skit was a parody of an [online dating service](#), where the [female warriors of Norse mythology](#) were simply looking for a little companionship. The skit introduced us to *Sigrif* (who was really into collecting matching breastplates), *Gudrun* (who is turned off by burning to death with all the other gods after the battles of [Ragnarok](#)), *Ursula* (who was seeking a [same-sex relationship](#)), and *Harold* (a normal-looking guy who was just looking for someone to kill a family of [frost giants](#) who were living in his basement).

Zero Punctuation

A preview of [Ben Croshaw](#)'s online visual game reviews from [The Escapist](#).

The Will Wright Minute

A segment where X-Play gave the [famous game designer](#) sixty seconds to spout off about any random subject of his choosing (like Russian [space stations](#), [Batman's costume](#), or the [Care Bears](#)). Also, the theme song used for this segment was a play on [Don Henley's New York Minute](#) (*In a Will Wright minute, ooo eee ooo, anything can happen ...*)

Todd Time

As a follow-up to their efforts with Will Wright and [Spore](#), X-Play created this segment to help advertise the release of [Fallout 3](#). It featured [Bethesda](#) executive producer [Todd Howard](#) discussing various topics, like the possibility of a single console on the gaming market, or having fun killing [Nazis](#).

Cliff Notes

The third installment of X-Play's "let-game-developers-ramble-on-in-order-to-promote-their-latest-project" series, this segment featured [Cliff Bleszinski](#) discussing random topics (such as the [Transformers animated feature film](#) and [Britney Spears](#) music videos) whilst advertising the release of his [Gears of War 2](#).

Brütal Thoughts with [Tim Schafer](#)

A chance for the video-game designer to promote his game [Brütal Legend](#) by distinguishing between things which are "[metal](#)" (like [Satan](#)) and things which are not "metal" (like [My Little Pony](#)).

Morgan Recommends

A 2009 segment where Morgan highlighted some of her favorite games released that year for each of the major gaming systems ([Halo 3: ODST](#) for the Xbox 360, [Infamous](#) for the PS3, [Boom Blox Bash Party](#) for the Wii, [Scribblenauts](#) for the Nintendo DS, and [Patapon 2](#) for the PSP).

X-Play Poll

Viewers were invited to vote on a question and the results were posted at the end of the show.

X-Play Trivia

Prior to a commercial break, the viewers were presented with a trivia question that had to do with the gaming world (the answer was revealed once the show returned from the break).

X-Play Leaderboard

X-Play revealed the top scores from the week for various games (the scorers were compiled from [Xbox Live](#) and [PlayStation Network](#)).

Virtual Audience

Sponsored by [Stickam](#), this segment gave actual viewers a chance to be "interviewed" by Adam and Morgan

Mr. Sark Challenge

A recurring segment where Mr. Sark (*aka* associate producer Scott Robison) challenged *X-Play* viewers to complete various challenges laid out during the show (past examples have included a timed mission in *Halo 3* and winning a virtual slam-dunk contest in *NBA 2K8*).

Somewhere in Army of Two

Similar to *Splinter Cell: Co-op Theatre*, these sketches took footage from the [popular shooter](#) and dubbed in humorous commentary for the characters of Salem and Rios (for example, one sketch had the two discussing the [internet meme](#) known as [rickrolling](#)).

Big in Japan

A look at the top-five selling games for the week in [Japan](#).

Game Before the Games

In this segment, the *X-Play* staff used current-gen sports titles to try and predict the outcome of real-life sporting events (such as using [Madden 09](#) to simulate the first week of the NFL season, or playing [NBA 2K8](#) to [predict the NBA Finals](#)).

X-Play Replay

Premiering at the end of the [August 7, 2006](#) edition of *X-Play* ([Episode No. 6082](#)), this segment was essentially a quick rundown of all of the day's reviews. It also gave Adam and Morgan a chance to briefly explain why each game earned the score that it did.

Made in Japan

The spiritual successor to *Weird Games*, this segment highlighted Japanese imports that were too strange to be released on American soil (such as *Primal Image* and *Operation Darkness*).

Saints Moments

To help advertise the release of [Saints Row: The Third](#), the show aired several short clips featuring outrageous/ludicrous moments that players could recreate within the game; the clips would start with a "warning" that these stunts should be restricted to in-game use only (i.e. "Shooting an energy drink mascot with explosive rounds in order to juggle him in midair should not be attempted in the real world").

Smack: British Style

Hosted by British correspondent [Alex Sim-Wise](#), this segment showed viewers how to engage in gaming [trash-talk](#) using [proper British vernacular](#) (for example, "Take your [knickers](#) off and wipe down your [fanny](#)!") because "everything sounds sexier with a British accent."

x-play, lies, and videotape

Described as "a shocking exposé of the lies we tell" during the August 17, 2004 broadcast of *X-Play*, this segment showcased secret footage of intern Chris Ivarson discovering the existence of [Mobile Light Force](#) for the original [Playstation](#) (after the hosts had previously stated during their one-star review of the [sequel](#) that a "Mobile Light Force One" never existed). With supposed allegations raised by the media regarding the standard procedures of *X-Play*'s reporting, Morgan Webb exclaims "No Comment ... Look, we didn't know!" while fleeing the TechTV building.

National American Association Against Inappropriate Interactivity

Due to an incident at a Vegas arcade involving alcohol, a [DDR](#) machine and partial nudity, Adam appeared on the April 4, 2004 episode to perform a required [PSA](#) for the NAAAII warning parents about the dangers of seedy adults offering [seemingly-harmless](#) games that would lead children to a lifetime of soul-ruining, hardline gaming. Titles included the [Mario franchise](#) ("a distraction from reality in a technicolor dream-coat"), [The Sims](#) ("seducing gamers in the form of playing God without the consequences"), and [Tetris](#) ("a series of repetitive, time-wasting actions designed by Russians with a reliance on the obsession of shapes"). The sketch ended with the "promise" that future PSAs would tackle subjects including the use of a [Power Glove](#) for "inappropriate touching."

The Fudge Incident

Created as a humorous explanation for why intern Kevin Theobald was chosen to host a segment at [Leguna Seca](#) for the August 16, 2003 episode of *X-Play*, the sketch shows Adam being tricked into entering a closet - quickly locked behind him - after seeing a "Free [Fudge](#)" sign on the door (time-lapse video later shows Adam laying in a fetal position while eating the remains of the final brownie). A similar plate of fudge brownies would appear as an unobtainable pre-rendered object in the *Bad Camera Angles* segment and would later be a featured item in the "X-Play's Ultimate Flip-Off" game on the TechTV website.

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- [G4TV.Com: X-Play Videos](#). Retrieved on [2008-07-06](#).
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